

# AI Skill Coach Hackathon - Rules & Conditions

These rules govern the basic conditions for participation in the AI Skill Coach Hackathon (hereinafter referred to as the "Competition") held on November 18-21, 2025, organized by 42 Prague, z. ú., with its registered office at Kolbenova 1021/9, Vysočany, 190 00 Prague 9, Company ID No.: 14064570 (hereinafter referred to as the "Organizer"). The hackathon is commissioned by Škoda Auto a.s., with its registered office at tř. Václava Klementa 869, Mladá Boleslav II, 293 01 Mladá Boleslav, Company ID No.: 00177041 (hereinafter referred to as the "Commissioner"). By completing and submitting the hackathon application form, the participant undertakes to comply with these rules and agrees to the rights and obligations arising from them for both parties.

## 1. Event Rules

- 1.1. The competition runs from November 18 to November 21, 2025, with an online presentation of the competition and an overview of the rules for participants taking place on November 18, 2025. The competition itself will then take place on November 20-21, 2025, at the 42 Prague campus (AFI City Tower, Kolbenova 1021/9, 190 00 Prague, Czech Republic). A detailed competition program is available on [the website](#) and in other information provided to participants before the start of the competition.
- 1.2. Only persons over the age of 18 who register by November 9, 2025, by completing the registration form (hereinafter referred to as the "Participant") may participate in the competition. The Participant undertakes to provide only true information when registering for the competition. Participants then register in teams of 3-5 members.
- 1.3. The main challenge is to create a prototype that uses data and AI to analyze skills, identify gaps, and propose a development path (hereinafter referred to as the "Project").
- 1.4. Projects will be evaluated by a panel of experts based on the following criteria:
  - Use of AI/Data logic
  - Solution efficiency
  - Creativity and originality
  - Security and accuracy of data handling
  - Presentation and clarity
  - Technical quality and feasibility
- 1.5. Projects must be submitted by 12:00 on November 21, 2025.
- 1.6. The following prizes will be awarded:
  - 1st place: €1,500 cash prize
  - 2nd place: Škoda Motorsport experience
  - 3rd place: Škoda Auto car rental
- 1.7. The organizer will inform the winning teams of their prizes immediately after the event at the venue. The prize will be awarded on condition that each member of the winning team signs a handover protocol or confirmation of receipt by the winner.
- 1.8. The prize is not legally enforceable. The prize provider is the Commissioner. The organizer bears no responsibility for any risks or obligations associated with the use of the prize. The organizer also reserves the right to change the composition or type of prizes according to current needs and circumstances.
- 1.9. Should the members of the Winning Team not collect the prize in person by the agreed date, they lose their entitlement to the prize, and the prize is forfeited without the members of the winning team being entitled to any compensation from the organizer.

## 2. Rights to Outputs

- 2.1. All ideas, solutions, prototypes, source codes, documentation, presentations, designs, applications, developed software, and other outputs created by the participant or group of

participants during the hackathon become the property of the organizer.

- 2.2. By participating, the participant confirms that they waive all claims to the outputs created during the hackathon and agree that the organizer may further use, modify, publish, transfer to third parties, or commercially exploit these outputs at their own discretion and without any obligation to pay any remuneration or compensation to the creators.
- 2.3. The Participant is aware that all rights to the outputs will be provided by the Organizer to the Commissioner.

### **3. Confidentiality**

- 3.1. The Hackathon Participant is obliged to maintain confidentiality regarding all confidential information obtained during the event, both in relation to the Organizer and the Commissioner.
- 3.2. Confidential information means any information of a technical, commercial, or other nature that is not publicly available and is marked or clearly designated as confidential. Confidential information explicitly includes the entire assignment, technical documentation, and any other information about the Commissioner's systems and processes.
- 3.3. The Hackathon Participant undertakes not to disclose such confidential information to third parties in any way or to use it for any purpose other than participation in the hackathon.
- 3.4. The obligation of confidentiality shall continue even after the end of the hackathon.

### **4. Use and Utilization of Hackathon Records**

- 4.1. The Participant acknowledges that photographs, audiovisual recordings, and other materials documenting the course of the event may be taken during the hackathon. The Organizer reserves the right to use these photographs, records, and information about the participants, including their names, for promotional and presentation purposes, such as publication on websites, social networks, in press releases, and other media of the Organizer, the Commissioner, or a third party chosen by the Organizer or the Commissioner.
- 4.2. By participating in the hackathon, the Participant agrees to this use of the records without entitlement to compensation for such use.

### **5. Final Provisions**

- 5.1. These hackathon rules constitute a legally binding agreement between the Organizer and the Hackathon Participant.
- 5.2. These rules are governed by the law of the Czech Republic.
- 5.3. By completing the application and participating in the hackathon, the participant unconditionally agrees to these rules and undertakes to comply with them.
- 5.4. The Organizer reserves the right to exclude a participant from the competition without stating a reason if their behavior or conduct shows signs of unfair or fraudulent behavior. Participants who do not meet the conditions for participation in the competition or who act in violation of the Competition Rules will not be included in the competition. Even if such a person meets some conditions for winning the competition, e.g., as a result of providing false information, they will not become the winner. A participant will be disqualified if the Organizer discovers or has reasonable suspicion of fraudulent or unfair behavior by any of the participants or any other person who helped the participant win the competition.
- 5.5. The Organizer reserves the right, even without stating a reason, to shorten the duration of the competition, suspend or cancel the competition, or change its Rules.
- 5.6. The Organizer has the right to make the final decision in all matters concerning the Competition, and also reserves the right to make the final assessment of whether the conditions set for winning the competition have been met.
- 5.7. Any changes to the conditions and rules of the competition will be made in writing by means of an update to these Rules. The current version of these Rules is available in full on the website. The participant is not entitled to reimbursement of costs associated with participation in the

Competition.

5.8. These Rules are valid and effective from October 15, 2025.